# https://new-aesthetic.tumblr.com/post/176652870145/people-are-getting-surgery-to-look-like-their

#### It's called 'Snapchat dysmorphia' - and it's on the rise

Kacie, 29, is one woman opting for cosmetic procedures to look more like her filtered selfies. Her biggest concern was how her boyfriend would feel seeing her in person after receiving her selfies all day (she sends about 50 Snaps a day in total, and updates her Instagram stories around 10 to 15 times a day).

"I would do flower crowns or the doggy nose, and I would look so cute in the photos. Then I would look at myself in the mirror, and think, 'Ugh, this isn't the person he is seeing on his screen all day,'" says Kacie. "I would get frustrated when I looked in the mirror, feeling like I didn't look like the person I was putting into the world.

"With Snapchat filters, I felt I was beautiful. I just needed a push to get there."

She saw a plastic surgeon in her home city of New York, and ended up getting lip injections and dermal fillers on her chin and cheeks, at a cost of about £1,200. Kacie plans to do this every year or so, as fillers only last 6 to 18 months.

## https://new-aesthetic.tumblr.com/post/645168074525425664/in-2014-facebook-filed-a-patent-application-for-a

In 2014, Facebook filed a patent application for a technique that employs smartphone data to figure out if two people might know each other. The author, an engineering manager at Facebook named Ben Chen, wrote that it was not merely possible to detect that two smartphones were in the same place at the same time, but that by comparing the accelerometer and gyroscope readings of each phone, the data could identify when people were facing each other or walking together. That way, Facebook could suggest you friend the person you were talking to at a bar last night, and not all the other people there that you chose not to talk to.

### https://new-aesthetic.tumblr.com/post/170313578815/will-knight-on-twitter-human-uber-developed

""Human Uber," developed in Japan, provides a way to attend events remotely using another person's body. "It's surprisingly natural" says its inventor, Jin Rekimoto of Sony #emtechasia...

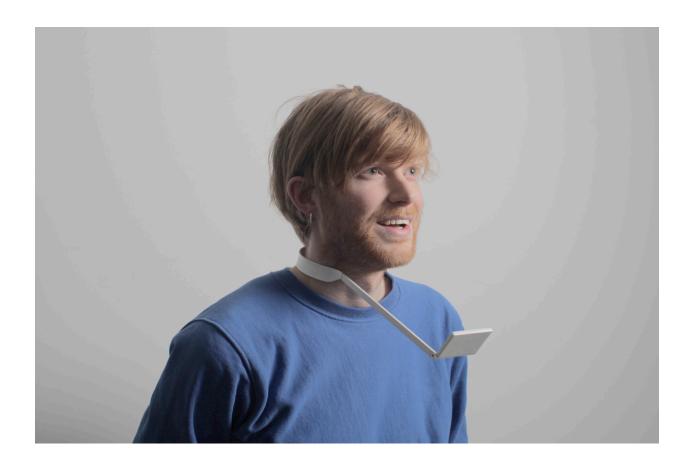
https://new-aesthetic.tumblr.com/post/149378480870/hackers-trick-facial-recognition-logins-with

FACIAL RECOGNITION MAKES sense as a method for your computer to recognize you. After all, humans already use a powerful version of it to tell each other apart. But people can be fooled (disguises! twins!), so it's no surprise that even as computer vision evolves, new attacks will trick facial recognition systems, too. Now researchers have demonstrated a particularly disturbing new method of stealing a face: one that's based on 3-D rendering and some light Internet stalking.

Earlier this month at the Usenix security conference, security and computer vision specialists from the University of North Carolina presented a system that uses digital 3-D facial models based on publicly available photos and displayed with mobile virtual reality technology to defeat facial recognition systems. A VR-style face, rendered in three dimensions, gives the motion and depth cues that a security system is generally checking for. The researchers used a VR system shown on a smartphone's screen for its accessibility and portability.

https://new-aesthetic.tumblr.com/post/142233393959/skrekk%C3%B8gle-brainchild-march-2016-chat-mirror

'Chat Mirror' let's you enjoy the self-consciousness from video chats anytime



Further link:	
https://www.are.na/share/pDRnCsy	y

#### The Concept: The self online

A time-based media that act like those social media filters capturing the image of person opened it. The effects applied appear soon regress into some messed up, unsettling images that create a twist to the initial image of the person.

- Keyword: social media, filters, Dysmorphia, self-esteem

- Challenge: Machine Learning

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November 01/2021:

Creating images - of users looking at the camera,

Playing with images - can use photoshop to create the images - pass it through processing as a sequence

--> for prototyping not making the real thing